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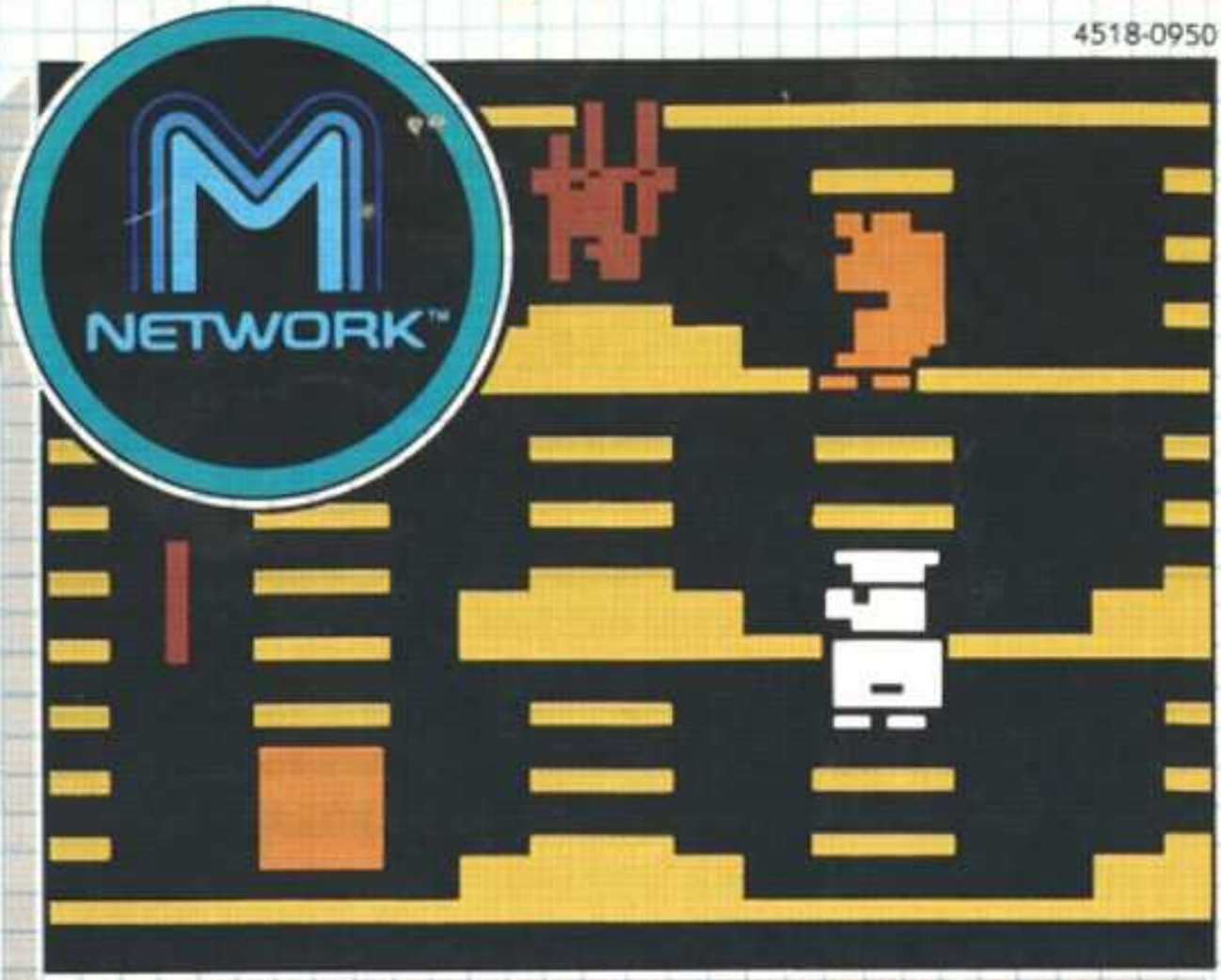

BURGERTIME™†

INSTRUCTIONS

(For 1 or 2 Players)

Build beautiful burgers by dropping buns and patties onto a plate. Dodge horrible hot dogs. Defy brawling bread sticks. Pepper enormous eggs and charging cheese. Score points by squashing those nasties with a falling bun. Build all the burgers and you move on to the next maze. Get too close to a nasty, though, and it's back to Burger School for you in short order.

For Your Atari* 2600 Game System

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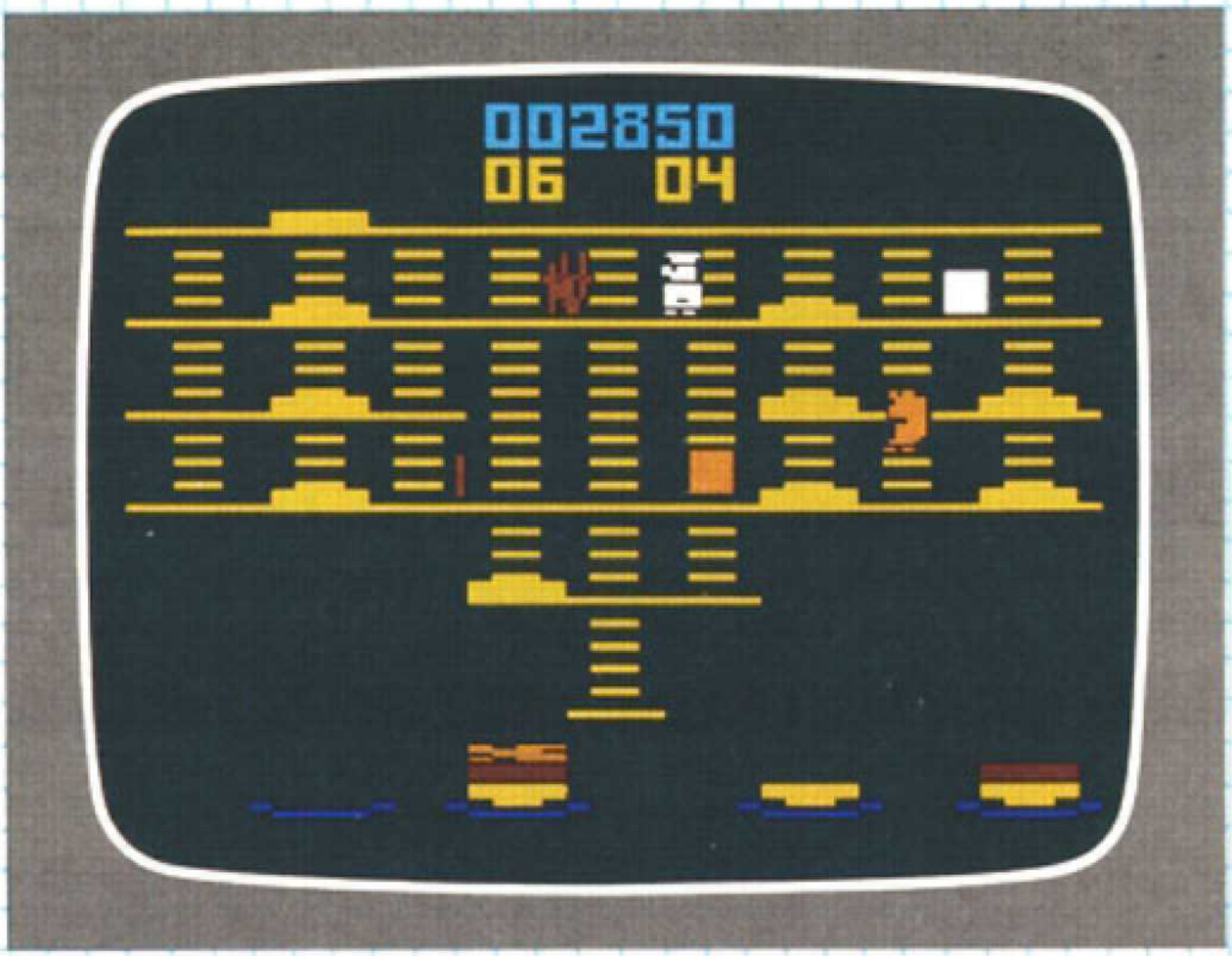
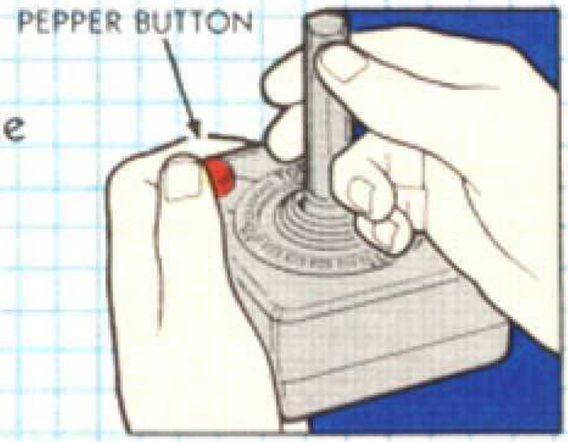
THE GAME



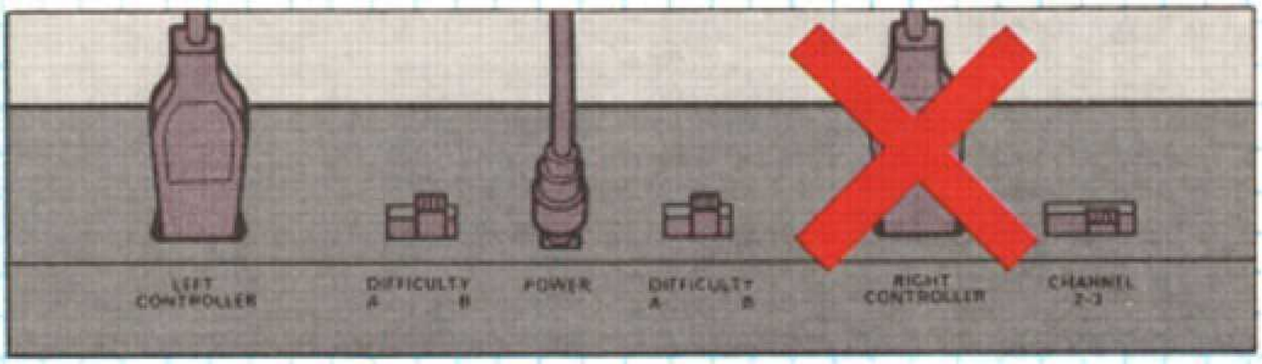
You move your chef around the maze in a frantic attempt to build hamburgers before the nasties converge on you. Move across the top of the burger ingredients and they will drop a level. Work all the ingredients to the bottom and you'll move on to the next maze. Score points by dropping an ingredient, squashing nasties, or giving them a ride down on a falling ingredient. Dust a nasty with some pepper and he'll stop in his tracks. If a nasty touches him, your chef is cooked. So watch out! Play alone or challenge a friend. Highest score wins.

CONTROLLERS

Use your LEFT joystick controller to control the direction of your chef. Be sure your controller cable is securely plugged into the back of your game console. Hold the controller so the red PEPPER BUTTON is to your UPPER LEFT.
*__NOTE:__ Right hand controller is not used in this game.



DIFFICULTY SWITCHES



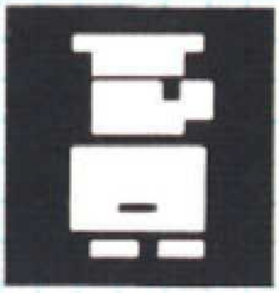
LEVEL OF DIFFICULTY DOES NOT CHANGE. The switch on the RIGHT (near the right controller cable) determines the number of players. Switch position A is for two players. Switch position B is for a one player game. **IN SWITCH POSITION A, THE TWO PLAYERS TAKE TURNS USING THE LEFT CONTROLLER.** When one player loses his chef, the other player takes over the controller.

The switch on the LEFT may be used to FREEZE THE ACTION by sliding it to position A. Position B returns the game to the action from the point at which you stopped it.

Roll up your sleeves...Put on your hat...Grab some pepper... and fire up your grill!

ACTION!

TO START THE GAME, PRESS RESET SWITCH. BE READY BECAUSE THE GAME STARTS RIGHT AWAY.

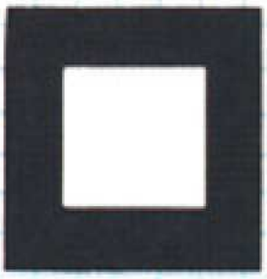


THE CHEF You control the chef, PETER PEPPER.™† Move him up ladders and across planks using the joystick. Move your chef completely across a bun or other ingredient and it drops one level. You rack up 50 points.

You start with 5 chefs, but only one can be used at a time. For every 10,000 points scored, you get an extra chef.

NASTIES AND MAZES Hot dogs, eggs, bread sticks, and cheese chase your chef wherever he goes in the maze. If they catch him, the round is over. All the nasties get quicker as you go along.

HOT DOGS



EGGS

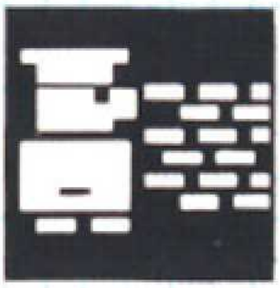
BREAD STICKS

CHEESE

There are five mazes constructed of ladders and planks. When you successfully build all the hamburgers in one maze, you move on to the next maze. When all five mazes have been completed, you start over again with the first maze.

FOR MORE POINTS DROP the ingredients ON TOP of the nasties. You will get 200 points for each hot dog or bread stick that you squash. A squashed egg or hunk of cheese is worth 100 points.

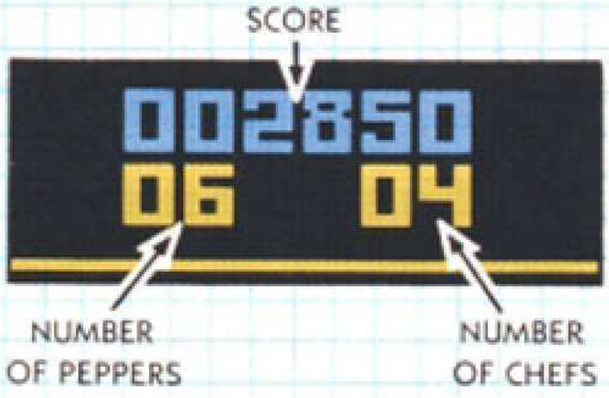
FOR EVEN MORE POINTS, tempt the nasties out onto a bun and then drop it by stepping off. The bun will drop TWO levels. You score 500 points for each nasty you drop. After a few seconds, dropped or squashed nasties return from the side of the screen.



AND A PINCH OF PEPPER Pepper may be used to temporarily stun nasties if you are trapped. This tactic allows you to move out of corners unharmed. You can only throw pepper IN FRONT OF YOU. MAKE SURE THE CHEF IS FACING THE NASTY YOU WANT TO PEPPER BY USING THE JOYSTICK FIRST.

You start with 5 pinches of pepper which are displayed under and to the left of the score. (See diagram.) You can earn extra pinches of pepper by gobbling French fries, ice cream, or coffee. You get 500 points and a pinch of pepper for each item gobbled.

THE CHEF WILL ALWAYS STOP WHILE HE THROWS PEPPER. You can move him as soon as he is finished peppering the nasty.



SCORE DISPLAY: The running score is tallied in the top center portion of the screen. But, anytime you SQUASH a nasty or give one a ride down, the point value will be displayed briefly instead of the score.

For two player games, only the score of the player currently controlling the chef is displayed. At the end of the game, the display alternates showing each score and designates whether it belongs to player #1 (pink) or player #2 (blue).

The MAXIMUM SCORE for M Network BURGERTIME is 999,950. If you can get close, you are a certified burger-maniac.

SCORING

SCORE	ACTION
50 POINTS	KNOCKING A HAMBURGER PART FROM A HORIZONTAL PLANK
100 POINTS	SQUASHING AN EGG OR CHEESE WITH A FALLING HAMBURGER PART
200 POINTS	SQUASHING A HOT DOG OR BREAD STICK WITH A FALLING HAMBURGER PART
500 POINTS	FOR EACH NASTY WHO TAKES A RIDE ON A FALLING HAMBURGER PART
500 POINTS	GOBBLING ONE OF THE "PINCH OF PEPPER" PRIZES (ICE CREAM, FRENCH FRIES, OR COFFEE)

WINNING TIPS

- SAVE PEPPER for the times you need it most. Don't waste it on nasties that are easily avoided.

- Try to get the HIGHEST point value for EACH hamburger part that you drop. Try SQUASHING a nasty! Better yet give him a fast ride down on a falling bun!

- REMEMBER, your chef STOPS while he peppers a nasty. Don't get blind sided by a marauding bread stick while you're busy peppering a hot dog.

- Keep away from the corners after squashing a nasty or giving him a ride. The same nasty could return in that corner and could run right smack into your chef.

ICE CREAM

FRENCH FRIES

COFFEE

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
5000 West 147th Street
Hawthorne, California 90250

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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